

FREE GIFT! 2 NEW SERIES! GREAT NEW COMPO!



# Sonic

the comic

starring

**SONIC**  
THE HEDGEHOG

PRESENTING...

# ECCO!

STC'S NEWEST SUPERSTAR!

## GOLDEN AXE

NEW STORY STARTS INSIDE!

# FREE

## STC BELT CLIP!

HOT FASHIONWARE  
FOR GAMERS!

FREE GIFT MISSING?  
ALERT YOUR NEWSAGENT NOW!





# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey Boomers!

An especially warm welcome to new Boomers joining us with this thrill-packed issue of STC. Where have you been? Don't worry, it's not too late to join the mass ranks of Boomers (that's Megadroid-speak for 'pals', 'buddies', and readers of STC) and this is a great issue to do it with.

Not only do you get the great free gift of an **STC Belt Clip**, but you get two fab new series: There's a brand-new series of the highly-popular **Legends Of The Golden Age**, and the STC debut of one of the biggest stars on the Sega scene - **Ecco The Dolphin**. Yes, Boomers, you voted the fanned wonder as one of the characters you'd most like to see in an STC strip - and we listened. Just shows you how highly we value your input. Keep filling in the Data Strip at the back of each issue.

Then there's our great new **Winners Take All Compo**. Masses of Sonic toys and games for masses of winners. You can't not enter this one, Boomers.

In fact there's so much in this issue that we've had to shorten our Reviews Zone to make room for it all. Don't worry, the Zone will be back in its full glory next issue, promise.

The thrills don't stop here. Next week another brilliant free gift is coming your way - the **Sonic Xmas Deco**. What exactly is it? Well, all I'll say is that Christmas will never be the same again!

*Megadroid*

## STC NEWS



### WHAT IS IT?

Tell us and win a Pirate TV T-shirt

It's the merely sensational STC Belt Clip. Thread it onto your belt, bag strap or tie(!) and stroll around town showing that

you are a reader of Britain's only Official Sega Comic. Spot other Sonic Boomers as they strut their stuff and yell out the secret of the black and yellow initials - **SONIC THE COMIC**! You'll win new friends and influence people.

OR you could put it to a multitude of other uses. What are these? Well you can find some of them above BUT why don't you tell us what other purposes you could put the STC Belt Clip to?

We've got five exclusive **Sega Pirate TV T-shirts** (XL size only) to give away to the five Boomers who come up with the wildest, wackiest and most original ideas! Send your ideas to -

**What Is It? Sonic the Comic, 25-31 Tavistock Place, London WC1H 9SU.** All entries must be in by Monday 29th November. Winners will be announced in a future STC.

- It's a belt clip
- It's a fashion item
- It's a paperclip
- It's a thing to clean your nails with

## THE COST OF STC

Regular Boomers will have noticed that this issue costs 15p more than usual. I'd like to say that the price rise is because the humes-who-think-they're-in-charge are actually paying me for this job, but the real reason is that everything costs more these days; paper, ink, transport (getting STC to you), power sneakers - you name it.

However, the good news is that even at £1.10, STC will be providing you with the very best in Sega entertainment every fortnight. We've got some great new series in the works - plus some mega surprises. How about **Sonic The Poster Mag**? To find out more about this and other hot news, keeping reading STC. It's the best video game comic you can buy!

- **Editor:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designer:** Clare Gillmore
- **Managing Editor:** Steve MacMonus
- **Publisher:** Chris Power

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## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new entry re-entry

### MEGA DRIVE

- 1 — MORTAL KOMBAT
- 2 — MICRO MACHINES
- 3 — JUNGLE STRIKE
- 4 — PGA TOUR GOLF 2
- 5 — JURASSIC PARK
- 6 — GUNSTAR HEROES
- 7 — BUSBY
- 8 — FLASHBACK
- 9 — SONIC THE HEDGEHOG 2
- 10 — ECCO THE DOLPHIN

### MEGA CD

- 1 — BATMAN RETURNS
- 2 — NIGHT TRAP
- 3 — FINAL FIGHT
- 4 — SHERLOCK HOLMES
- 5 — ROAD AVENGER
- 6 — PRINCE OF PERSIA
- 7 — JAGUAR XJ220
- 8 — TIME GAL
- 9 — AFTERBURNER 3
- 10 — BLACK HOLE ASSAULT

### MASTER SYSTEM

- 1 — MORTAL KOMBAT
- 2 — ASTERIX
- 3 — SONIC THE HEDGEHOG 2
- 4 — MICKEY MOUSE 2
- 5 — ALIEN STORM
- 6 — TAZ-MANIA
- 7 — CHAMPIONS OF EUROPE
- 8 — WIMBLEDON TENNIS
- 9 — THE SIMPSONS
- 10 — LASER GHOST

### GAME GEAR

- 1 — MORTAL KOMBAT
- 2 — SONIC THE HEDGEHOG 2
- 3 — MICKEY MOUSE 2
- 4 — LEMMINGS
- 5 — CHUCK ROCK
- 6 — G-LOC
- 7 — WORLD OF SOCCER
- 8 — JURASSIC PARK
- 9 — SONIC THE HEDGEHOG
- 10 — INDIANA JONES 3





DEEP IN THE EMERALD HILL ZONE.

RATS! THERE GOES MY FOOTBALL! I'LL NEVER FIND IT IN THOSE BUSHES!

HEY, TAILS! IT'S ME SONIC! GET ME OUTTA HERE, LITTLE BUDDY!

ROBOTNIK TRAPPED ME IN HERE! JUST PRESS THE BUTTON AND LET ME BACK OUT!

S-SONIC? WHAT HAPPENED?

SURE. WHY NOT!

# Sonic

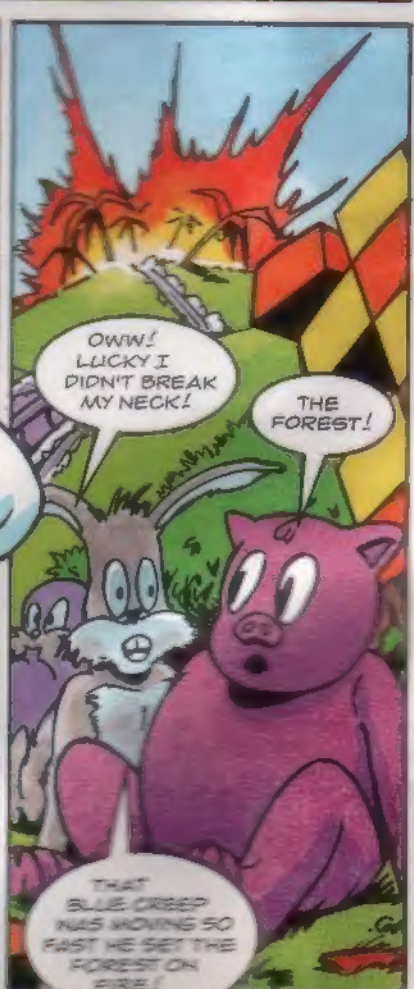
THE HEDGEHOG

## DOUBLE TROUBLE

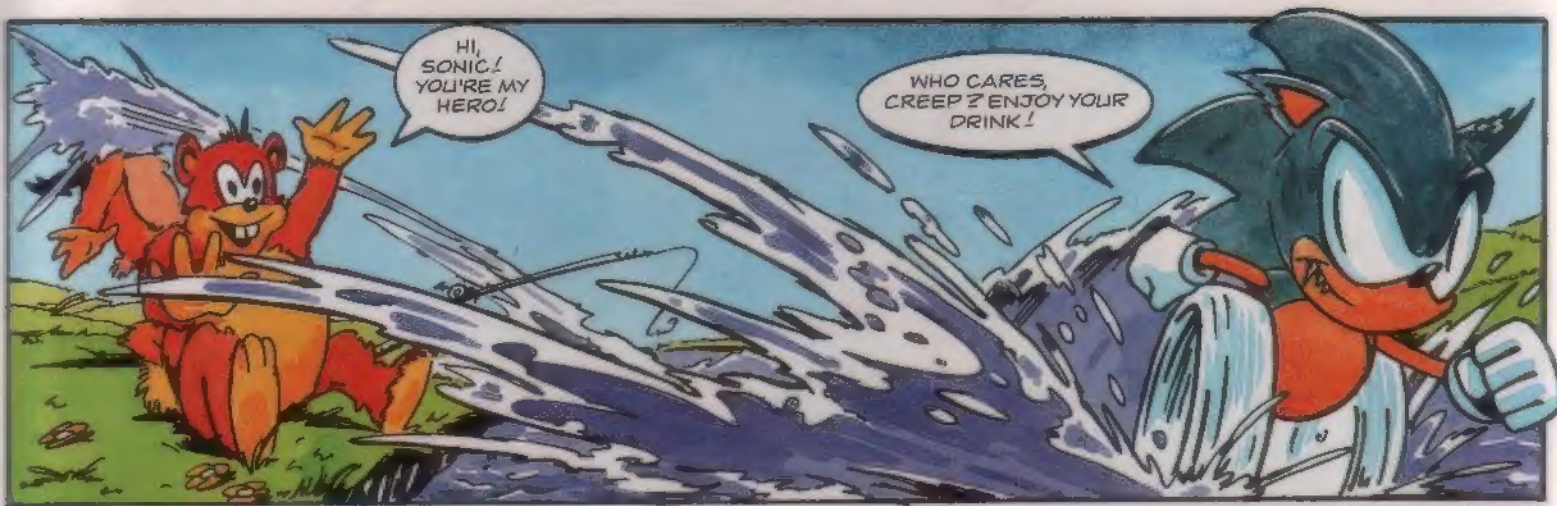
S-SONIC?

WHY NOT? THIS IS WHY NOT, YOU LITTLE SNOT!

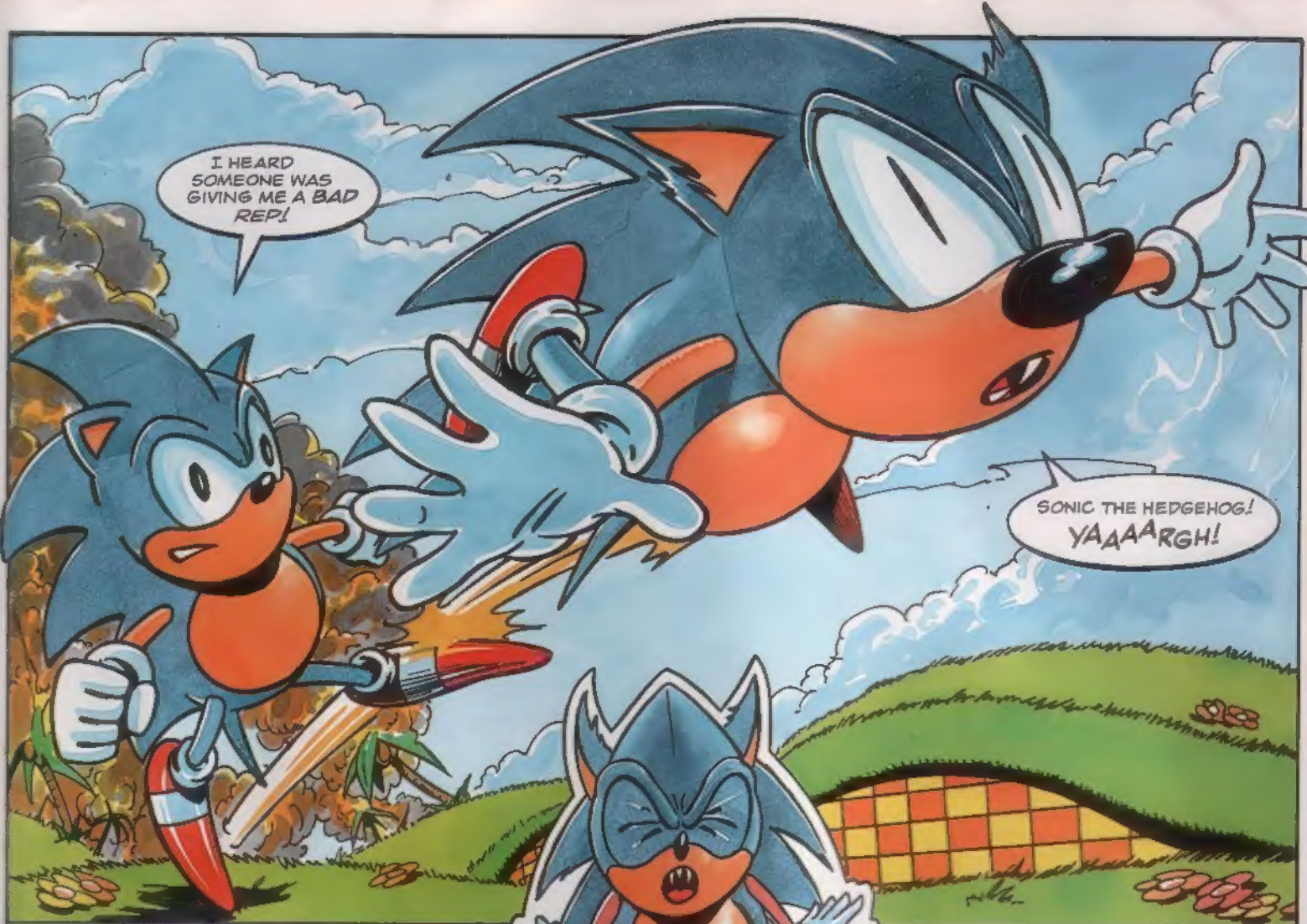












I HEARD  
SOMEONE WAS  
GIVING ME A BAD  
REP!


SONIC THE HEDGEHOG!  
YAAAAARGH!



YOW!

**PUNT!**


TAKE A  
HIKE, SMART-  
GUY!



THERE  
HE IS! THERE'S  
THE CRAZY HEDGEHOG  
WHO ALMOST KILLED  
US!

IT WASN'T  
ME DUDES! IT  
WAS THIS TOTALLY  
WEIRD, EVIL  
DOUBLE!

HONEST!



PRIDE  
COMES BEFORE  
A FALL, CREEPO -  
NOW YOU'RE GETTING  
THE BOOT!

URKK ...  
WHERE  
AM  
I?







NEARBY.

BOY! WHAT DID THAT THING HIT ME WITH? YIPES! LOOKS LIKE HE'S CAUSING A RIOT IN THE HIDE-OUT!

MAYBE I CAN USE THIS TO QUIETEN THINGS DOWN!

TRY A REAL SONIC BOOM, YOU PATHETIC DO-GOODER!

**BOOM!**

HEY, WATCH THE SPIKES!

I LIVED IN THAT BOX FOR YEARS - WAITING AND PLOTTING! AN *EXTRA LIFE*! THAT'S WHAT THEY CALLED ME! AN *EXTRA LIFE* FOR THE 'WORLD'S MOST IMPORTANT' HEDGEHOG!

DOCTOR OVI KINTOBAR MADE ME BEFORE HE TURNED EVIL! A *HELPING HAND* FOR HIS FAVOURITE SPIKEY PAL!

NO! NOT THE BOX!

...AND IT SURE AIN'T YOU!

THERE'S ONLY ONE SONIC THE HEDGEHOG, BUDDY...





DON'T  
PULL ME BACK  
INTO... THE  
BOX...

COOL!



WOW! NOW  
WHAT? WHAT ARE  
WE GOING TO DO  
WITH THE BOX,  
SONIC?

GIVE  
IT TO ME,  
TAILS!



GRRRR,  
I'LL GET OUT!  
DON'T YOU  
WORRY! I'LL  
BE BACK!

GEE,  
WHAT ARE  
YOU DOING,  
SONIC?



ONE  
SUPER-SONIC  
KICK AND WE  
SHOULDN'T SEE  
HIM FOR A  
WHILE!

WOW!  
OLITER-  
SPACE,  
MAN!



GO SEE  
THE STARS,  
RATBAG!



SORRY,  
SONIC! I  
SHOULD HAVE  
KNOWN THAT  
UGLY BRUTE  
WAS THE  
REAL BAD  
GUY!

UGLY?  
I THOUGHT  
HE WAS KINDA  
HANDSOME!

NEXT ISSUE: ACTION WITH  
THE 'GENUINE' SONIC!



# REVIEW Zone SPECIAL

## SONIC SPINBALL

game type: ARCADE  
1-2 PLAYERS



He's blue, he's bad, and he's BACK! Even though Sonic has been absent from your console since November '92, the boffins at Sega have been working hard to bring you some hot new action! SONIC SPINBALL took its inspiration from the pinball sections in Sonic 2. The object of this game is to recover the Chaos Emeralds from the H-U-G-E pinball arenas, set up by the fiendish Doctor Robotnik.

Of course, life in this game is never easy, especially as Robotnik has laid down traps galore, and is aided by wicked alien combos who have the ability to knock you out of each zone.

The action is different from your standard Sonic game, enabling the player to control Sonic's movements with flippers and the D-pad (the D-Pad allows you to gently sway Sonic, whilst he is in mid-air). Plus, there are other bumpers to bound off, barrels to paddle in, wagons to roller coaster on, and crazy Robotnik droids to hit - all washed down with lots of yucky green slime!

You quickly learn that the object is to locate the Emeralds in each zone and free them up. This includes moves like bouncing off aliens to ram pins - which in turn, release deadly slime from around the Emerald. Or you can ride a wagon in search of a secret exit, which then sucks you through to an Emerald in a hidden chamber! You also get to face-off with Robotnik at the end of each stage. Needless to say, this can be a real nightmare! One battle even pits you against Robotnik and a thrashing

scorpion-like tail. You then have to leap inside the tail and bounce him out by hitting his head!

As the game is crammed full of surprises and fast twists, it is fair to say that the above mentioned barely scrapes the surface of all the gameplay featured.

Overall, SONIC SPINBALL is a very challenging game that takes a little time to get into. However, it is well worth it as you're sure to have a wild and wacky adventure!



**FAST FAX**

PUBLISHER PRICE  
SEGA £44.99

**GRAPHICS**  
..... 80

**SOUND**  
..... 85

**PLAYABILITY**  
..... 80

**RAVES GRAVES**

Very playable and great in two player mode

A different kind of Sonic game

**OVERALL 80%**

you against Robotnik and a thrashing



REVIEW ZONE WILL BE BACK TO NORMAL NEXT ISSUE!



# ECCO

the  
**Dolphin**

Part 1

**NEW**  
SERIES

EARTH. THE PRESENT.

IMMENSE SEAS COVER  
THIS PLANET'S SURFACE.  
THEIR ROLLING VASTNESS  
BEARS WITNESS TO  
MANY AWESOME SIGHTS...  
BUT NONE AS OVER-  
WHELMING AS THIS.

A GREAT, SPIRALLING WIND STABS  
DOWN FROM THE SKY, RAVAGING,  
SLICING, TEARING LIFE UP FROM  
THE DEEP. IT LEAVES THE OCEAN  
BARE OF ALL ITS DOLPHIN CHILDREN  
SAVE ONE...

HIS NAME IS ECCO.  
HE IS ALONE... AND  
CONFUSED.

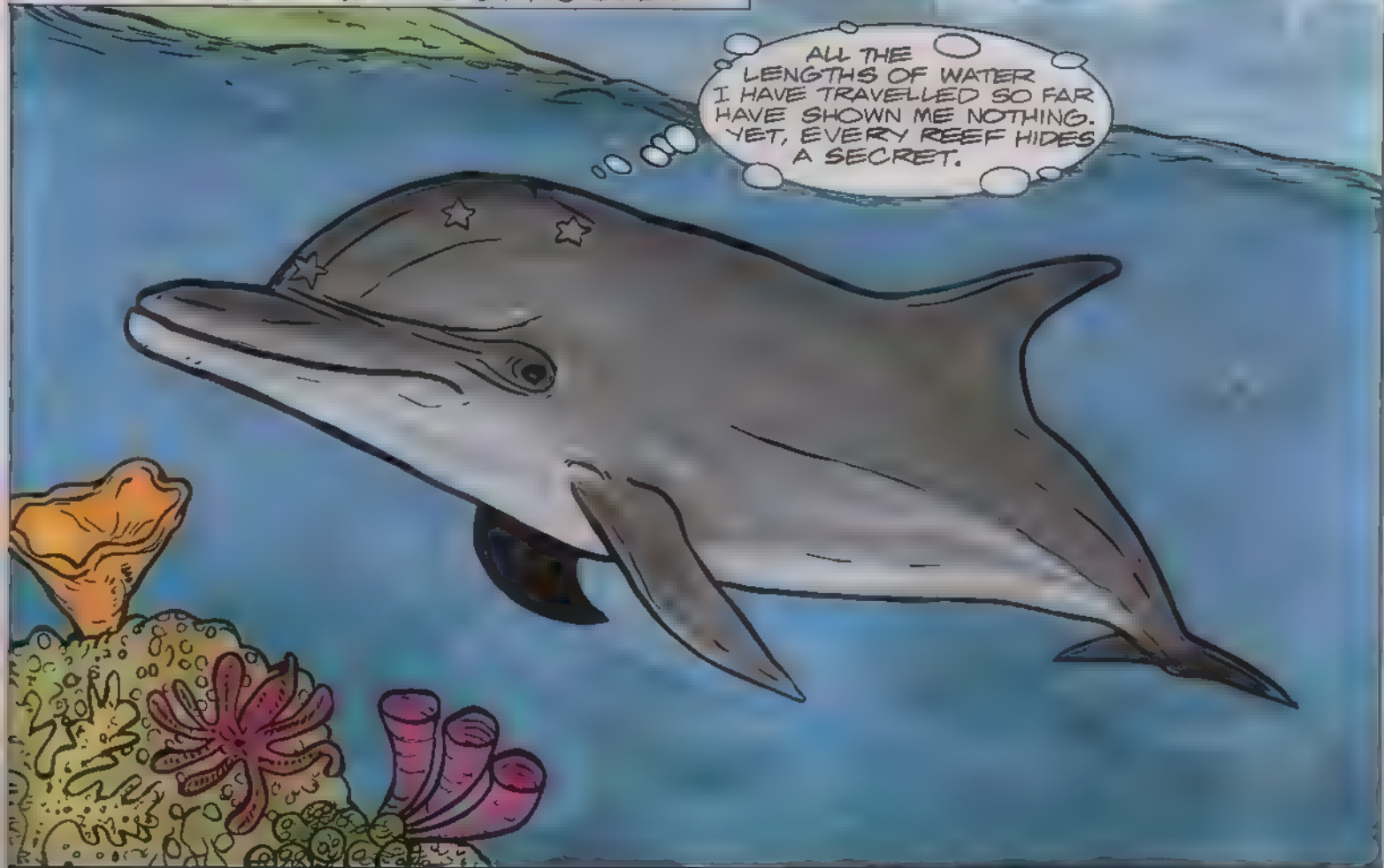
MY  
FRIENDS.  
GONE. BUT  
WHERE?  
HOW?



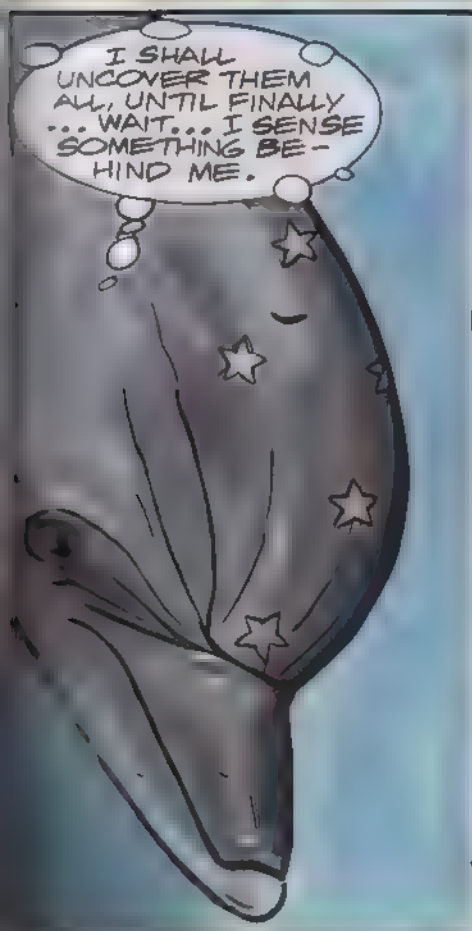


ECCO, THE LAST DOLPHIN, BEGINS HIS SEARCH OF THE SEVEN SEAS. HE WILL NOT REST UNTIL HE UNLOCKS THE SECRETS THAT WILL RETURN HIS FRIENDS TO THE WATERS BY HIS SIDE.

ALL THE LENGTHS OF WATER I HAVE TRAVELLED SO FAR HAVE SHOWN ME NOTHING. YET, EVERY REEF HIDES A SECRET.



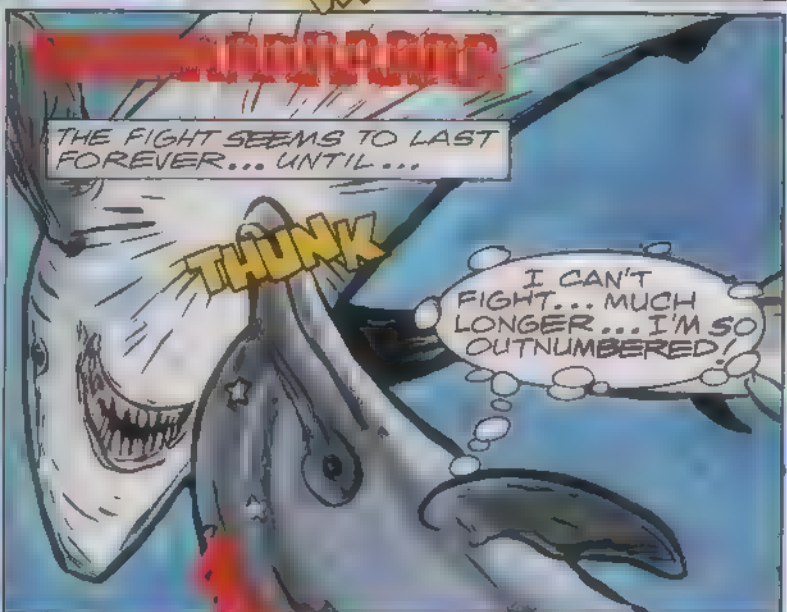
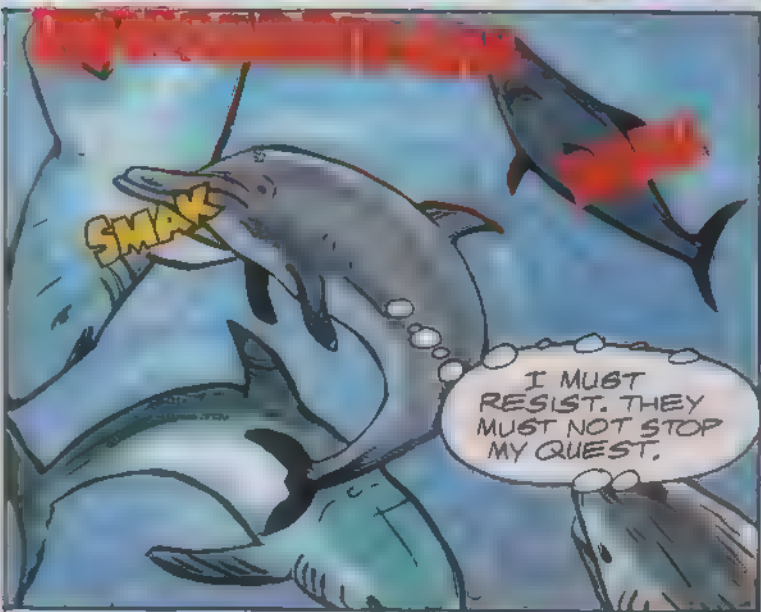
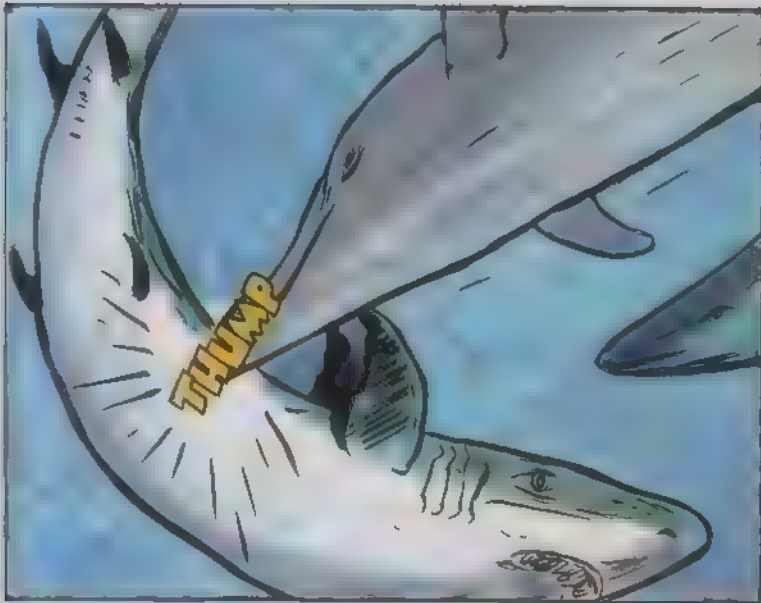
I SHALL UNCOVER THEM ALL, UNTIL FINALLY ... WAIT... I SENSE SOMETHING BEHIND ME.



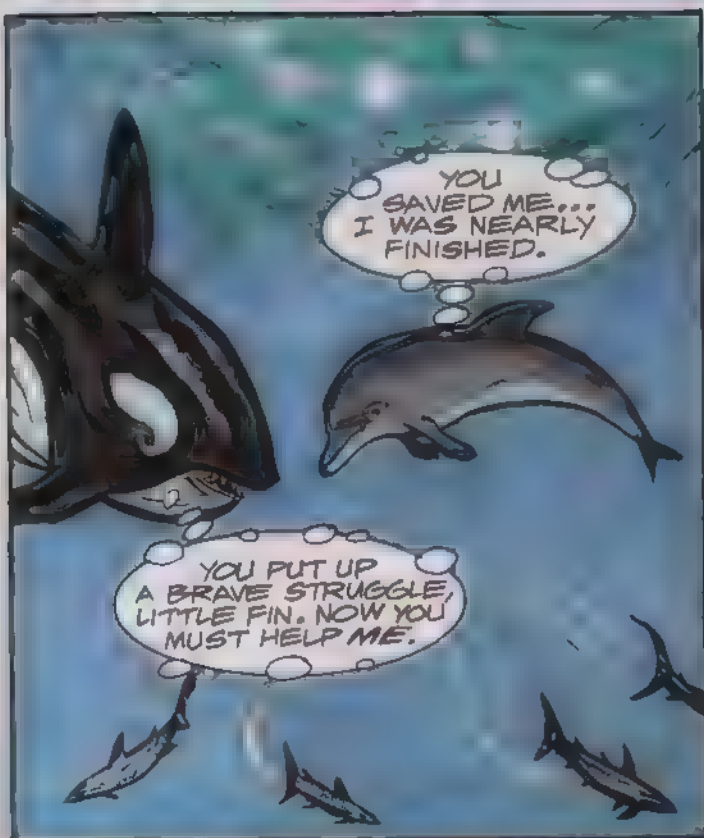
RIPTEETH!







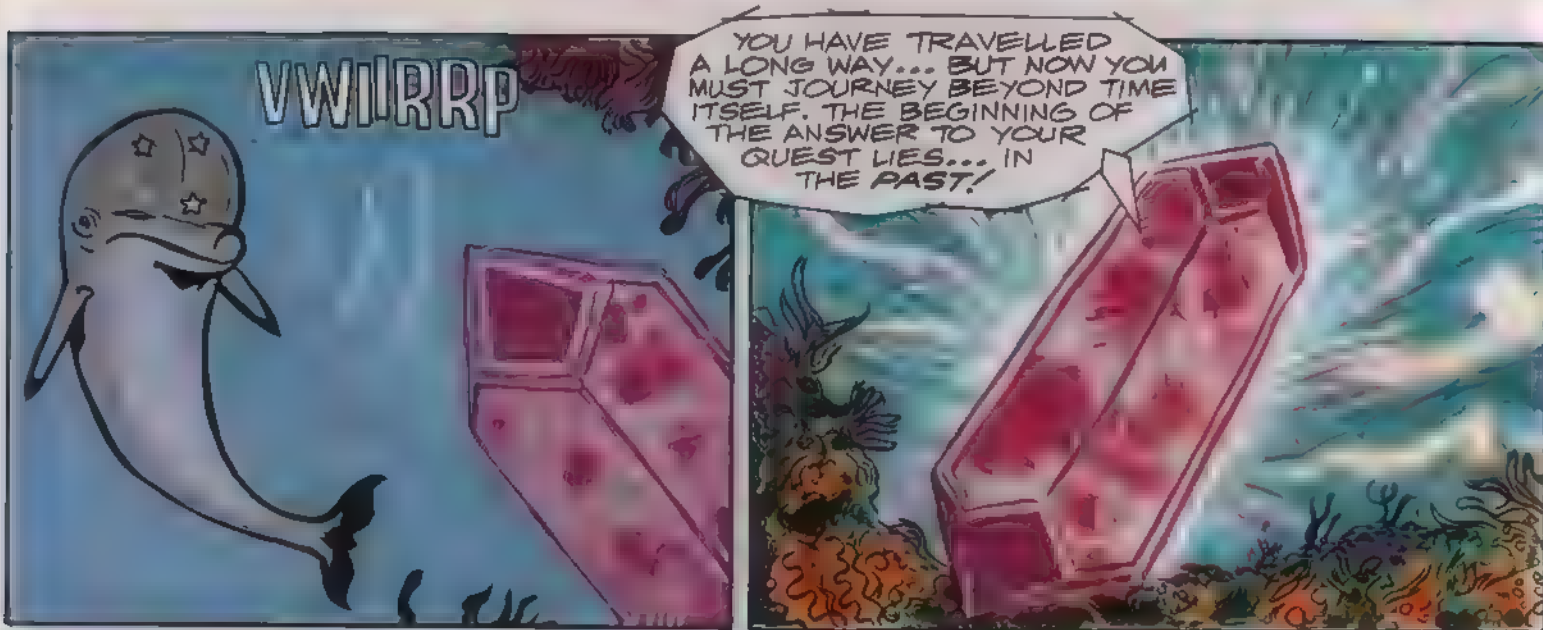




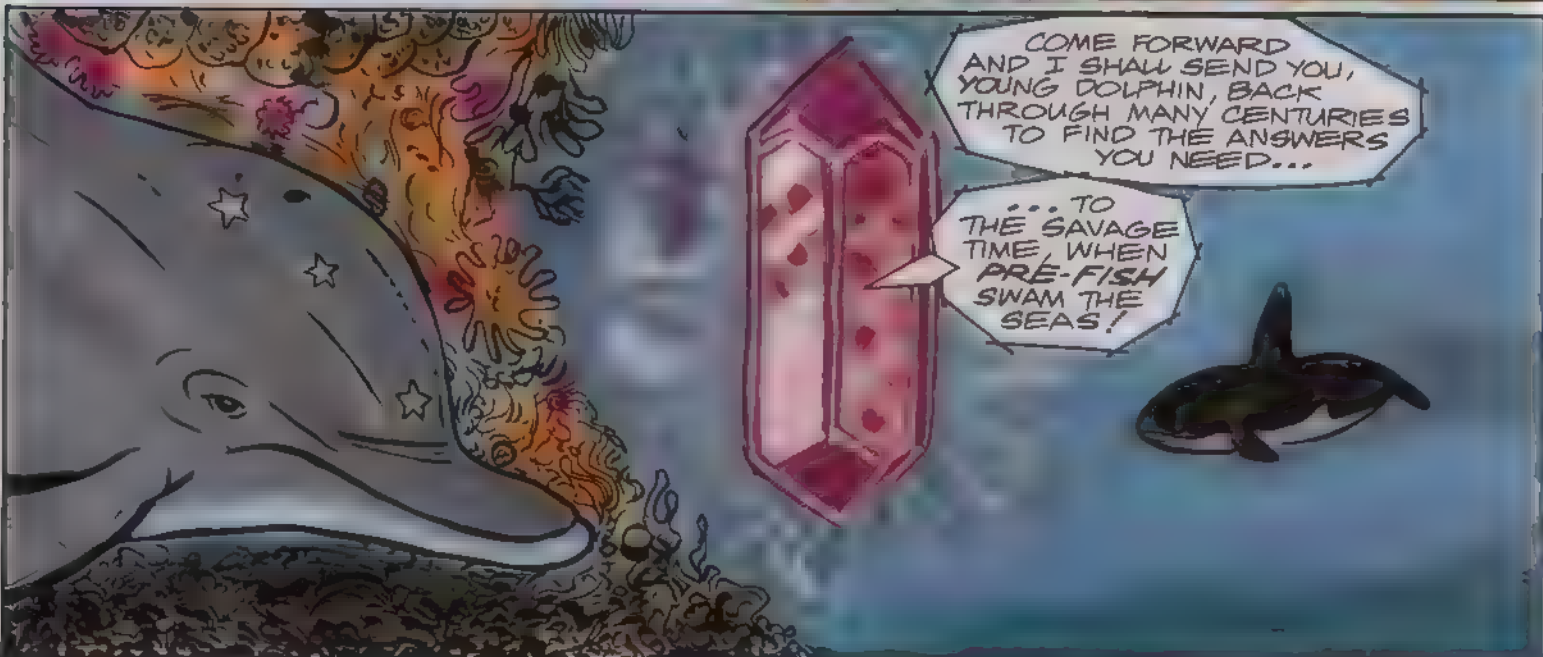






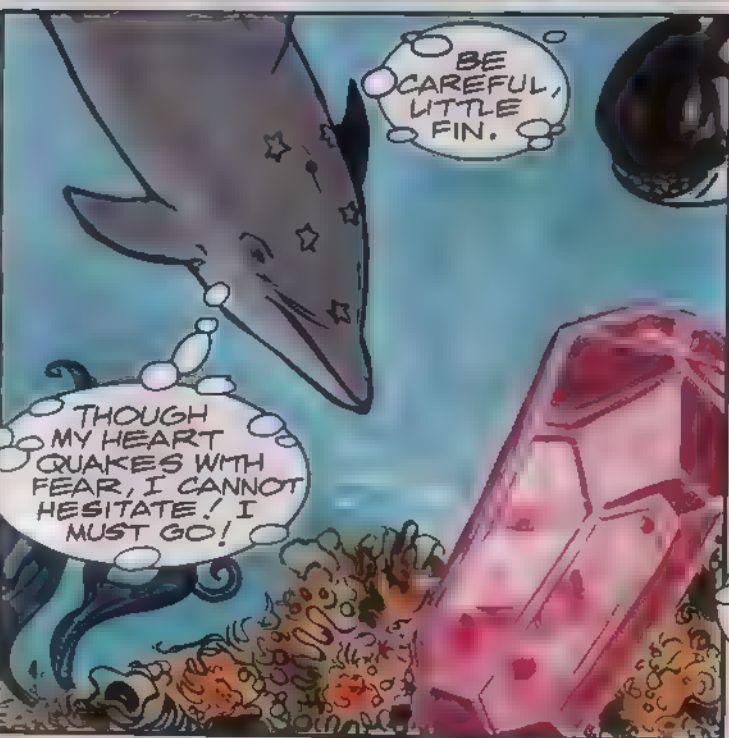


YOU HAVE TRAVELLED  
A LONG WAY... BUT NOW YOU  
MUST JOURNEY BEYOND TIME  
ITSELF. THE BEGINNING OF  
THE ANSWER TO YOUR  
QUEST LIES... IN  
THE PAST!



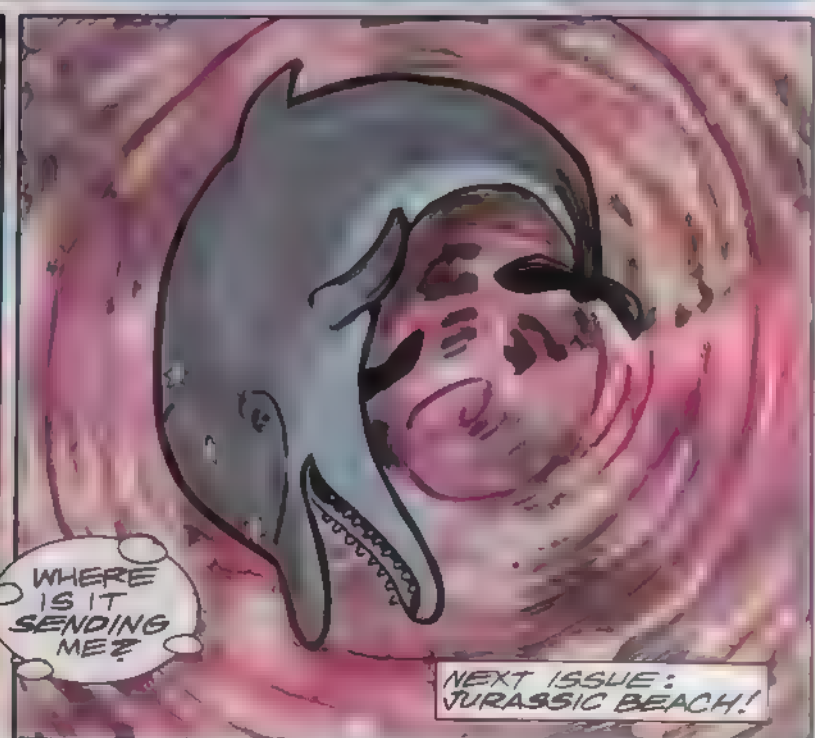
COME FORWARD  
AND I SHALL SEND YOU,  
YOUNG DOLPHIN, BACK  
THROUGH MANY CENTURIES  
TO FIND THE ANSWERS  
YOU NEED...

... TO  
THE SAVAGE  
TIME, WHEN  
**PRE-FISH**  
SWAM THE  
SEAS!



BE  
CAREFUL,  
LITTLE  
FIN.

THOUGH  
MY HEART  
QUAKES WITH  
FEAR, I CANNOT  
HESITATE! I  
MUST GO!



WHERE  
IS IT  
SENDING  
ME?

NEXT ISSUE:  
**JURASSIC BEACH!**



# NEWS Zone

## WINTER OLYMPICS WIN GOLD

### CLASH OF THE TITANS

#### Heavy metal action with RoboCop and Terminator

Ever wondered what the outcome of a head-to-head showdown between the two fiercest movie cyborgs would be?

Well, wonder no more, for Virgin Games are about to release

**RoboCop vs. Terminator** for the Mega Drive, Master System and Game Gear later this month.

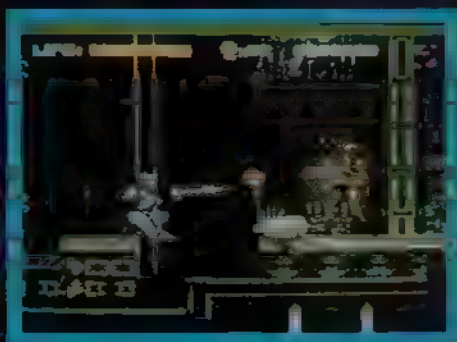
Based on the recent comic series of the same name, produced by award-winning comic creators Frank Miller and Walt Simonson,

the game invites you to explore the world of robots and machines as none other than RoboCop himself. You'll discover what it's like to come up against a whole army of Terminators on the loose. Further into the game RoboCop takes on Terminator creepy-crawlers, as well as dangerous Terminator dogs, but he is armed with superior

firepower, such as lasers, homing bullets and high power shots.

Remember, the fate of humankind is on the line and it's up to you as do the right thing.

**RoboCop vs. Terminator** features 12 levels of high-octane action, dozens of Terminators, ED-209 robots and much more. The MD version comes packed with 16Mb of gameplay and some great graphics. Watch for the full STC review, coming soon.



#### David Vine replaced by video game!

Next year's Winter Olympics is coming to a Sega system near you in time for Christmas, courtesy of U.S. Gold.

Last month, in a flurry of fake snow and bad ski suits, U.S. Gold announced that it had acquired the official computer, video and CD game license for the event to be held in Lillehammer, Norway next February. The game of Games will be available on the Mega Drive, Master System and Game Gear, as well as some other video games systems and PCs. All ten Olympic 'disciplines', or

events, ranging from Down Hill racing and Bob Sleigh to Freestyle Moguls and Biathlon will be featured in the game along with training sessions, opening and closing ceremonies, history of the Winter Olympics and much more.

U.S. Gold made quite an event of the announcement itself. David Vine, TV's 'Mr



David Vine and Will O'Reilly trying to pick up some toys from the Mega Drive version of Winter Olympics.

Sk Sunday, hosted the event and introduced Will O'Reilly, European Speed Skating Champion and current world record holder, to demonstrate his sport on the video game. He unceremoniously came in last. Better luck with the real thing, Will.

A group of young players were on hand to try out the game on themselves. Among them was STC reporter Benjamin Phillips, who declared it "Better than most sports games and with good controls."

U.S. Gold's programmers have joshed great effort on to deliver **Winter Olympics**. The actual Vines and tracks in Lillehammer have been used along with a location map showing where each of the events is to be held. The game can be played in any one of eight languages including Norwegian. There is a four-player option and the package for head-to-head challenges in speed skating and the freestyle moguls.

The actual 1994 XVI Winter Olympic Games themselves will be no less impressive. A potential TV audience of almost two billion will be able to tune into the action. Approximately 2,000 competitors from 75 countries will take part. 100,000 spectators are expected each day, and over one million hot dogs will be sold!

STC asked David Vine if he was worried that people might prefer to play the **Winter Olympics** game to watching his TV reports of the real thing. "Not really," he told us. "It'll be something to do when we're snowed off!"





# DON'T LOSE CONTROL

## Two new controllers announced

Spectravideo has two new products on the way for Sega users:  
**The QJ Propad 2 and the Freewheel**

**The QJ Propad 2** features a six-button layout for fighting games, such as Street Fighter 2. The pad also features an original programmable-mode where two of the top buttons can be programmed. For example, for a combination move when playing SF2, all it takes is just one key press to perform a stunning combo with someone like Ken (it would normally take several key presses). Other features include auto fire, slow motion and a unique LED control panel. **The QJ Propad 2** is due for release this December, priced at £22.99



For driving games fans, **The Freewheel** is basically a steering wheel with built-in sensors, but which behaves like a joystick. Plug it into the joystick port, as usual and hold it in both hands. The firing buttons are placed at the top front of the wheel for easy steering access.

Moving forward is a straightforward procedure: push the wheel forward and pull back (this is equal to pulling the joystick back). **The Freewheel** is also out in December, priced at £34.99



## MARCH OF THE MASTER SYSTEMS

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

1-bit games (many of them)

## NEWS

### SHORT BURSTS

#### SONY SPLASHES OUT

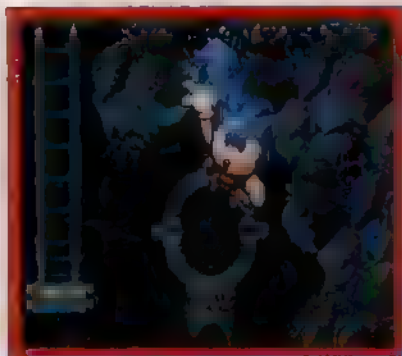
Not content with filling the world with Walkmans, electronic games, Sony is now turning its attention to the video games market. Under their new Sony Imagesoft label an impressive line-up of original and movie tie-in titles are about to be unleashed. Out now (or soon) for the Sega systems are: **Last Action Hero** (MD, MS, GG), **Hook** (MD), **Bram Stoker's Dracula** (MD, MS, GG), **Cliffhanger** (MD, MS, GG), **Sensible Soccer** (MD, MS, GG) and **Gear Works** (GG). Watch STC for more news and reviews of all these titles.

#### GAMES TO MOVIES

Hollywood is falling over itself to cash in on the video game scene. Currently in the works are live-action films based on **Double Dragon** and **Mortal Kombat**. Let's hope they are a lot better than 'Super Mario Brothers'!

#### SONIC'S 'HIGH Q'

Move along Mario, make way Mickey Mouse - Sonic's taking over. In America, it was discovered recently that Sonic's 'Q-Rating' (a measurement of the popularity of Media celebrities) is the highest of any cartoon character. This means he has now overtaken a certain overweight plumber as the top video game superstar. You anyone surprised?







# The Legend of the GOLDEN AXE



**NEW  
SERIES**

ON THEIR WAY TO RETURN THE GOLDEN AXE TO THE KING OF YURIA, THE DWARF GILIUS-THUNDERHEAD, THE AMAZON TYRIS-FLARE, AND THE BARBARIAN AX-BATTLER, DECIDE TO STOP AT GILIUS-THUNDERHEAD'S HOME ...

## Plague of Serpents Part 1

...THE DWARFISH STRONGHOLD OF ROCKGUARD



ALL MOUTH AND NO ACTION, GILIUS!

I THINK IT'LL LISTEN.

...TO THE GOLDEN AXE

WAIT A MOMENT WHAT'S A GIANT SNAKE DOING SO CLOSE TO ROCKGUARD?



At the entrance to Rockguard

MORE  
SNAKES! WHAT'S  
HAPPENING?

FOLLOW HIM  
IT MUST BE SERIOUS  
IF HE'S THROWING  
FOOD AWAY!

INSIDE, A SCENE  
OF HORROR AND  
CHAOS IS REVEALED

THIS  
LOOKS BAD,  
AX WE'D  
BETTER  
HELP

WAIT!  
WHO'S THE SNAKE  
MAN?

GULD'S BLOOD!  
ATTACK MY PEOPLE,  
WOULD YOU?

HERE COMES  
COBRAXIS, LITTLE  
QUEENIE. HEE  
HEE HEE

THE HIGH  
PRIEST COBRAXIS  
WELCOMES YOU,  
STRANGERS. YOU WILL  
DIE WITH THE REST OF  
THE SMALL PEOPLE  
HEE HEE

NOW TO  
FIND THE DWARF  
QUEEN AND INTRODUCE  
HER TO MY  
AFFECTIONATE  
WORMS!

RAAAGH!

YOU DON'T  
PICK ON AX'S  
FRIENDS!







AX'S SWORD SLIPS FROM HIS GRASP.

I OBEY...  
I OBEY...

CHUK

I OBEY...  
I OBEY...

HAH!

THIS IS ONE  
OLD TIMER  
WHOS STILL  
GOT A BITE,  
SCUM-  
BREATH

STOP!

EASY!

TIME TO D...

FATHER!

GORGON  
TAKE YOU,  
AAGH, FOUL  
WORM LOVING,  
UGH...

...EAAAARGH!

NOOO!

CHUK

GGAAAA







# Q Zone

## LEMMINGS



These rodent-like creatures seem to cause a lot of people bother. They either seem to go the wrong way, or don't do what they are told. All owners of the 8-bit game can finally breathe a sigh of relief as I present another level select cheat:-

When the Lemming dragging the cartridge appears on screen, press buttons 1 and 2 together on the joypad and rotate the D-pad clockwise. Go to the main screen and select your choice of game. Select the New Level box and a list of levels will appear. Press Left and Right to select your level.



## CYBORG JUSTICE



**Cyborg Justice** is a real beat-em-up game, and features the added ability to pick up pieces of armour discarded by opponents. If you are having difficulty try this cheat which brings up a secret options screen:

Start a duel or arcade game and press pause. Now, press C, B, B, C, C, A, C and B on the joypad.

## Tips

## MICRO MACHINES

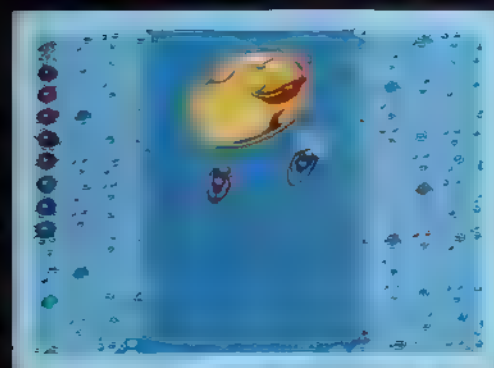


Following the success of **Micro Machines**, a fair number of you Boomers may be having problems making progress in the game. Lucky for you then, I have three cheats for the game to make it as easy as, oh, buying STC:

To gain infinite lives start playing the game, and as the cars start moving, press Start to pause. Now press B, Down, Up, Down, Left and Down. Unpause the game, and you can now die repeatedly without losing a life!

If the Micro Machine vehicles go too slow for you, here is a cheat to make them faster. Once again, start and pause the game. Press Up, Down, A, B, Left and Right. Now press C and Start together to go.

A number of people seem to have difficulty with the grip on the vehicles - there just isn't enough. I have a cheat to greatly increase the surface grip when turning corners. Start, then pause the game. Press A, Up, B, Down, C, and Left. Finally press Start and Right together.



## JAMES POND: ROBOCOD



That fishy Secret Agent, **James Pond** is one cool cod. Anyone having problems controlling this slippery character will be pleased to see a variety of cheats for this Mega Drive extravaganza:

For a level select, wait until the title screen appears and then press A, C, Down, Left and then Start. An options screen will appear allowing you to choose your starting level.

To become invincible, go to the first roof on the screen where all the doors are and collect the following objects in this order: Cake Hammer, Earth, Apple and Tap. This spells out CHEAT.

Go to the Sports Zone, and after crossing the spikes collect these objects in the following order: Lip, Ice-cream, Violin, Earth and Snowman. This spells out LIVES and will grant you an infinite number of them.

## Tips

## Tips



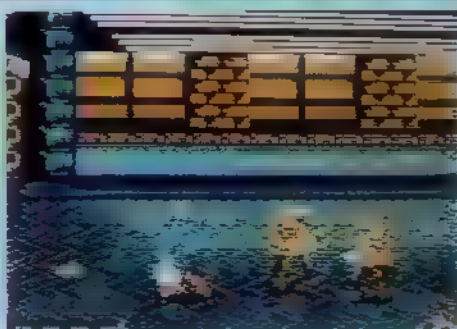
## STREETS OF RAGE

## Tips

Here's some help for handheld owners of the brilliant beat-'em-up game (and brilliant STC series!), **Streets of Rage**. If you're having problems defeating any of the nasty opponents try these:

- To become invincible and gain a level select cheat, select tracks 01 then 11 on the Sound-Test screen, then press buttons 1 and 2 together for the Options screen

- To gain extra continues, wait for the game over screen to appear and press Left Left, B, B, B, C, C, C and Start. You will now be able to continue from the position where you died.



## MORTAL KOMBAT

## Tips

One of the most hyped games ever to grace a Mega Drive **Mortal Kombat** has proved to be a very good beat-'em-up, but still not up to the standards of Streetfighter 2

Here is a cheat that will give you a whole range of cheats selected from a menu:

On the menu screen, press Down, Up, Left, Left, A, Right and Down on the joystick.

### HUMAN ERROR

Human Error is a beat-'em-up game for the Mega Drive. It features a variety of characters and a challenging storyline. The game is known for its fast-paced action and detailed graphics. Players can expect a mix of platforming and fighting elements. The game is set in a futuristic world where players must defeat various enemies to progress. The game is a single-player experience with a variety of levels and enemies. The game is a must-have for fans of the genre.



Got a Game Genie (if not, why not)? Got a Mega Drive? Then you'll find these new codes mega useful

Special thanks to those friends at Hornby Hobbies for supplying the Game Genie codes

## JUNGLE STRIKE

Take to the skies in your whirlybird armed only with these useful codes to attempt all your missions.

Master Code - must be entered first	R13B861A
Start campaign 2 - Sub Hunt	AGGAGAEY
Start campaign 3 - Training Ground	AGGAGAEY
Start campaign 4 - Night Strike	ARGAGAEY
Start campaign 5 - Puloso City	AWGAGAEY
Start campaign 6 - Snow Fortress	ADGAGAEY
Start campaign 7 - River Raid	A4GAGAEY
Start campaign 8 - Mountains	A8GAGAEY
Start campaign 9 - Return Home	BCGAGAEY
Start campaign 10 - Win screen + credits	BGGAGAEY
Infinite lives	D5DTGATA
Infinite fuel	AXDAGA3N
Infinite ammo	AKFTJA9C
Choose any co-pilot (without password,	ACGAGAEA

## SHINOBI III: RETURN OF THE NINJA MASTER

Our pal Joe returns in a new game (and a new STC series coming soon - subtle plug). If you're having problems, input these codes into your Game Genie.

Infinite energy	CUSAE47G
Infinite credits	AX6TAA2E
Infinite Shurikens	AT3AE472
Infinite Ninjitsu items	AT1TEA4E
Start with 99 lives	CBTTAG48
Start with 99 Shurikens	HvTTAG5Y
Start on Round 2	Y2NADRL2 + APTTACD8
Start on Round 3	Y2NADRL2 + APTTAED6
Start on Round 4	Y2NADRL2 + APTTACD6
Start on Round 5	Y2NADRL2 + APTTALD6
Start on Round 6	Y2NADRL2 + APTTALD6
Start on Round 7	Y2NADRL2 + APTTAND6

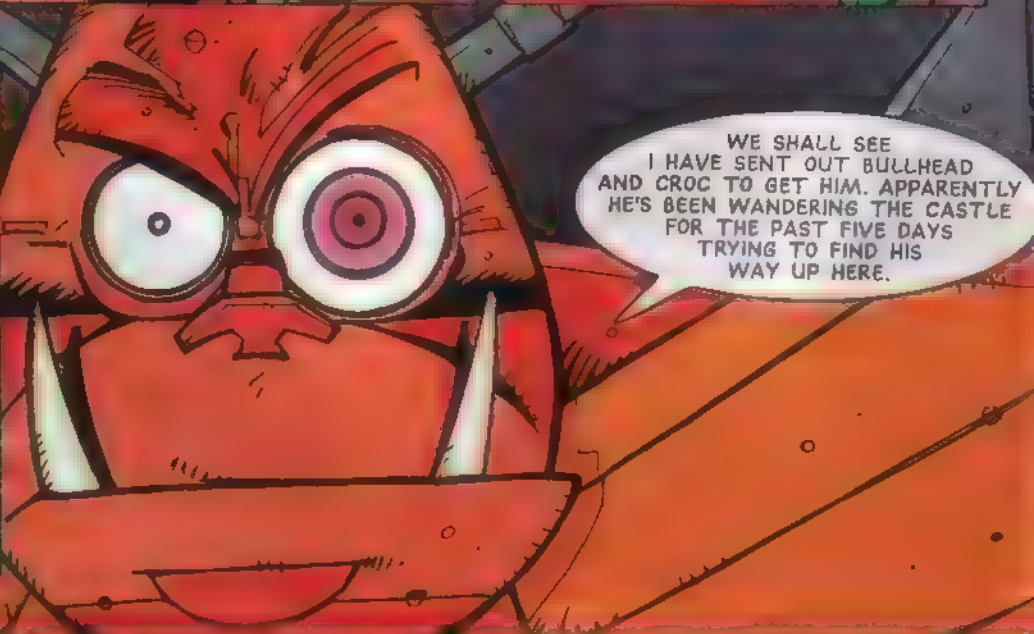
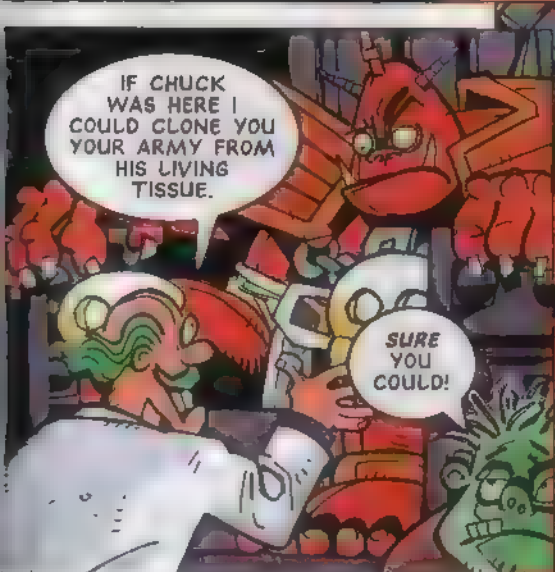
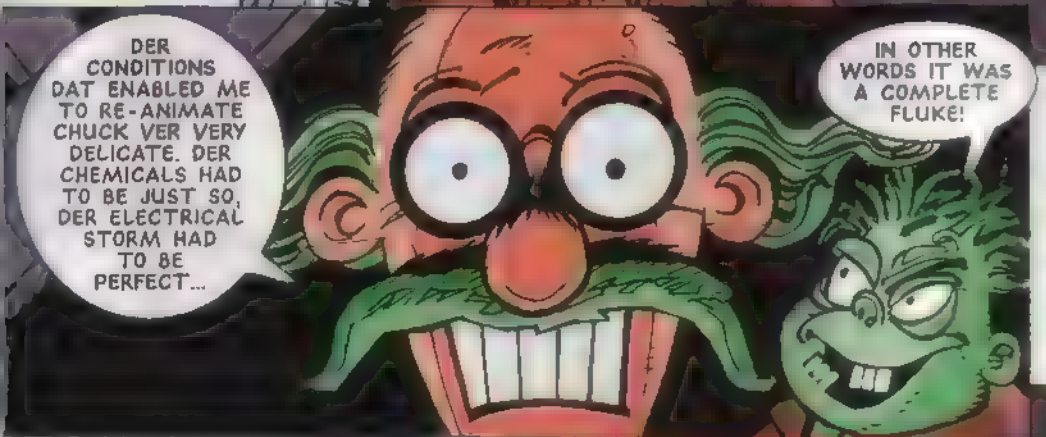
## JURASSIC PARK

A monster of a movie, a monster of a game - and a monster number of Game Genie codes available. Here's just a few to start with.

Infinite energy	AVDAAA24
Infinite lives	BVDAAA5G
Grant starts on level 2	AJMAJA7G + 9TMAKGFL + AEMAJAFN
Grant starts on level 3	AJMAJA7G + 9TMAKGFL + AJMAJAFN
Grant starts on level 4	AJMAJA7G + 9TMAKGFL + ANMAJAFN
Grant starts on level 5	AJMAJA7G + 9TMAKGFL + ATMAJAFN
Raptor starts on level 2	B3JAJAB8
Raptor starts on level 3	B7JAJAB8
Raptor starts on level 4	CBJAJAB8
Raptor starts on level 5	CFJAJAB8



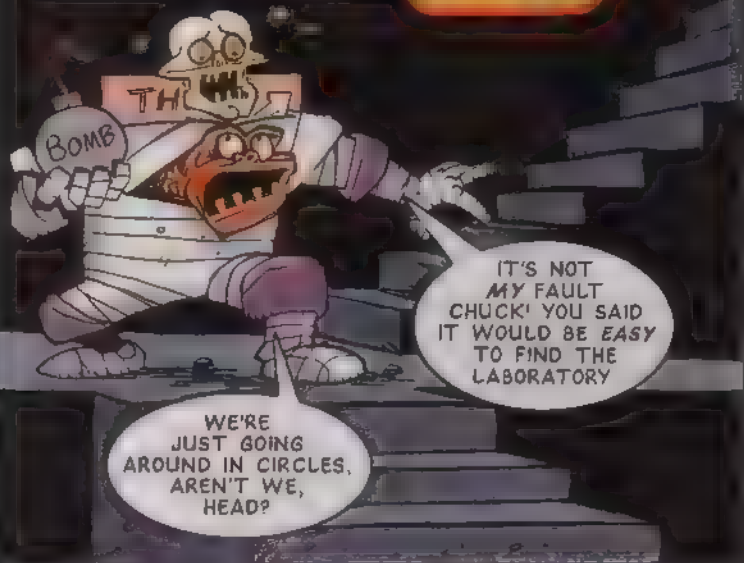
# Decap Attack





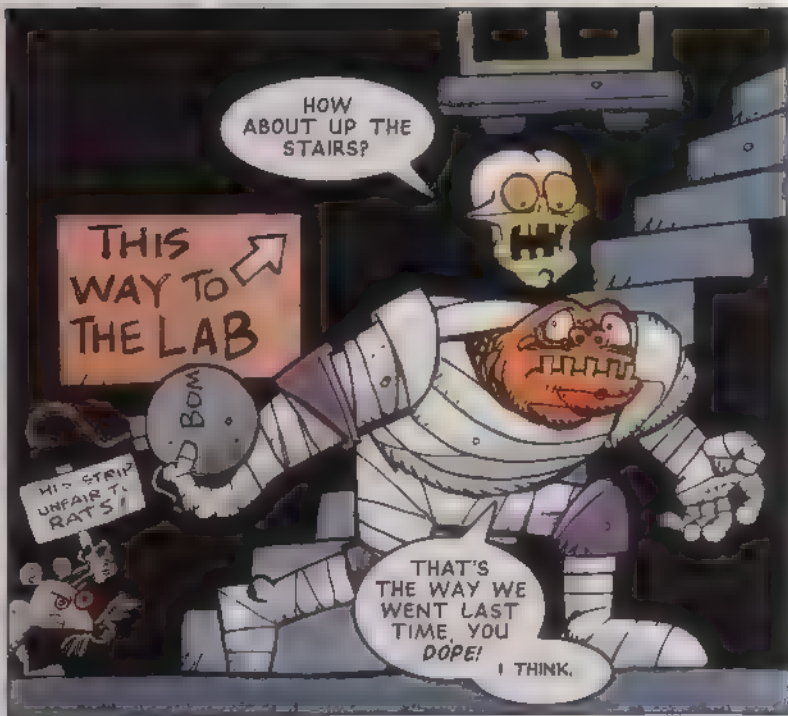
NEW READER SERVICE: CHECK  
THIS BOX TO SEE HOW WELL  
CHUCK IS DOING - MEGADROID

LIVES  
REMAINING



IT'S NOT  
MY FAULT  
CHUCK! YOU SAID  
IT WOULD BE EASY  
TO FIND THE  
LABORATORY

WE'RE  
JUST GOING  
AROUND IN CIRCLES.  
AREN'T WE,  
HEAD?

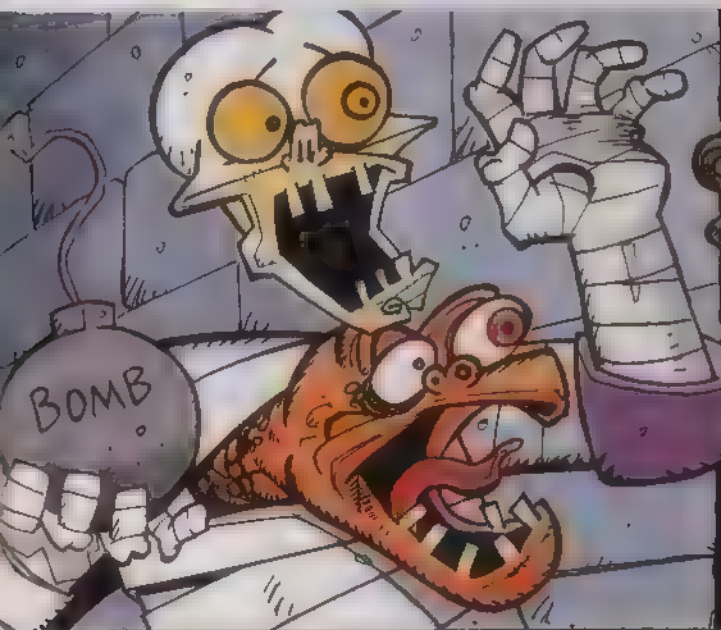


HOW  
ABOUT UP THE  
STAIRS?

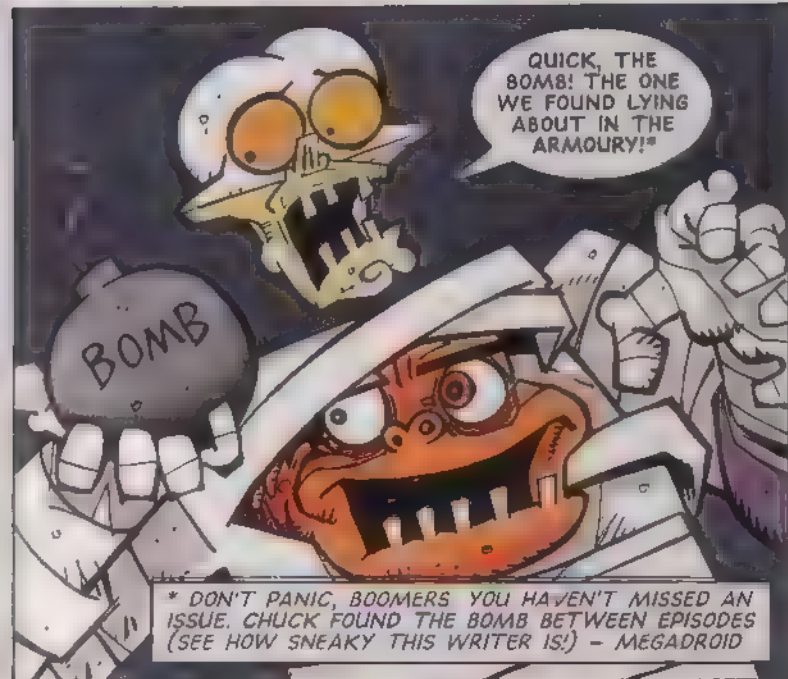
THIS  
WAY TO  
THE LAB

HIS STRIP  
UNFAIR T.  
RATS!

THAT'S  
THE WAY WE  
WENT LAST  
TIME, YOU  
DOPE! I THINK.

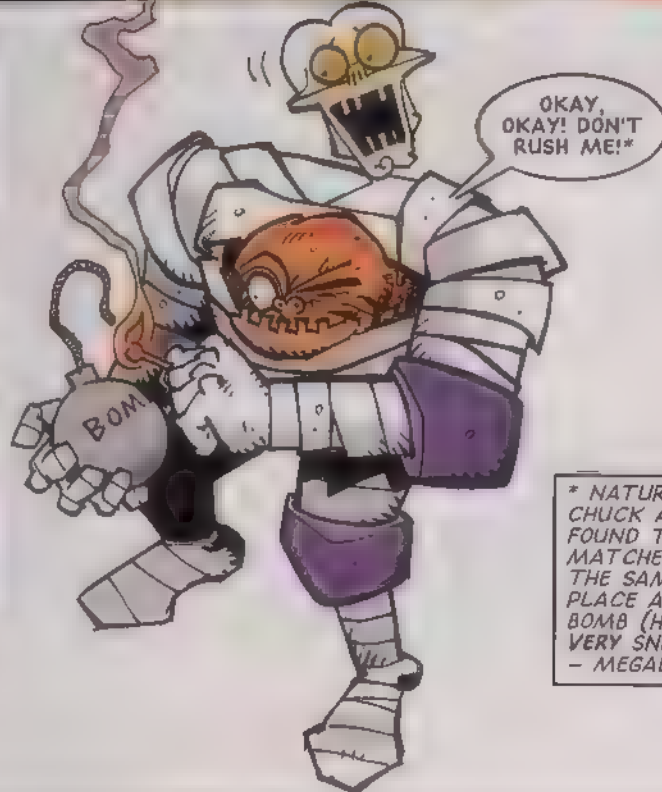


BOY,  
DID YOU  
JUST TAKE  
A WRONG  
TURN!



QUICK, THE  
BOMB! THE ONE  
WE FOUND LYING  
ABOUT IN THE  
ARMOURY!

\* DON'T PANIC, BOOMERS YOU HAVEN'T MISSED AN  
ISSUE. CHUCK FOUND THE BOMB BETWEEN EPISODES  
(SEE HOW SNEAKY THIS WRITER IS!) - MEGADROID



OKAY,  
OKAY! DON'T  
RUSH ME!\*

\* NATURALLY,  
CHUCK ALSO  
FOUND THE  
MATCHES IN  
THE SAME  
PLACE AS THE  
BOMB (HE'S  
VERY SNEAKY)  
- MEGADROID





SCRAG HIM!

PARDON?

HE WANTS YOU TO HIT ME.

OH, RIGHT.



CHUCK, THE BOMB!

OOPS..!



GOT YOU!

CHUCK THE BOMB! I MEAN REALLY CHUCK IT!



OH, YEAH! EAT BOMB, SUCKERS!



I REALLY HATE LOUD BANGS!

CHUCK THE BOMB!

LOOK, WILL YOU PACK IN THIS 'CHUCK THE BOMB' STUFF?



CHUCK, DON'T THINK I'M CRITICISING OR ANYTHING BUT...

HEAD? HOW DID YOU GET WAY OVER THERE?





OH...

BOOM!

IS HE OKAY?

LIVES REMAINING



OKAY? HE'S JUST HAD A BOMB EXPLODE BETWEEN HIS SHOULDERS.

THAT'S A RELIEF IF HE'D BEEN HURT THE BOSS WOULD HAVE KILLED US!

I DON'T KNOW WHY EVERYONE IS LOOKING AT ME, I DON'T HAVE ANYTHING TO SAY...



NEXT ISSUE: DEAD AGAIN



# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence seized into.



## Hard Cheese!

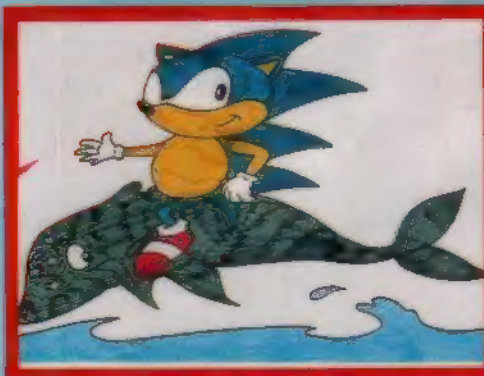
Dear STC,

I have a few short questions I would like you to answer, please:-

- 1) Why was there no blood and guts in the Shinobi cartoon strip?
- 2) How come Sonic doesn't have smelly feet after all the running he does?

Richard Guest, Warley, W. Midlands.

Sonic Water Fun Game Winner.



(Above) Louise Terrant, (send in address). MS Owner.

Sonic Water Fun Game Winner.

(Below) Mark Gerrard, Widnes, Cheshire.

Sonic Water Fun Game Winner.

## By Josh!

Dear STC,

I really like the idea of combining a comic with a computer magazine, but I have some queries:-

- 1) Why do Sonic and Tails wear gloves? Are their hands rotting, or something!
- 2) What is Robotnik's first name (and I don't mean Doctor?)

Keep up the good work, from your number one fan.

Josh 'Whizz Kid' Harvey, Calver, Sheffield.

MD Owner.

Sonic Water Fun Game Winner.



- 1) If gloves are good enough for a certain mouse, they're good enough for a certain hedgehog and fox!
- 2) Ivo (at least it's not 'Whizz Kid!')

## Stressed Little Fingers!

Dear STC,

A little while ago I had to go to the hospital because I chopped off the top of my finger. I was

going to draw you a picture but that put an end to that! Robert Matthews, Henwick Park, Worcester. Sonic Water Fun Game Winner.



Well, Robert, at least that explains the handwriting! Hope your finger is better now.

## Short-Lived!

Dear STC,

Is this the shortest letter you've had?

Matthew Drill, Bicester, Oxon. MD Owner.

Sonic Water Fun Game Winner.

P.S. - I think you should have your own comic strip!



So do I, Matthew, and no because you went and added a P.S., you daft hume.

## Driven Mad!

Dear STC,

When I bought STC 3 (the one with the free poster), I thought it was ace. But my dad got so fed-up with me reading it that he threw it out of the car window. I wanted him to stop the car so I could get it back, but he wouldn't!

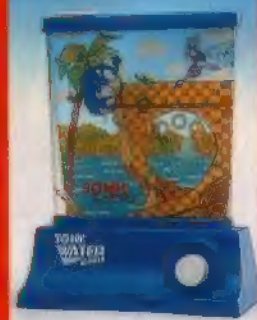
Craig Renlison, Bialgowrie, Perthshire. MD Owner. Sonic Water Fun Game Winner.

At least you weren't reading the Encyclopaedia Britannica - there could've been a nasty pile-up!

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaculous Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.





# NEXT ISSUE... ANOTHER FREE GIFT!

PUT A  
**TRUE  
STAR ON  
YOUR  
CHRISTMAS  
TREE!**

with this Mega  
Sonic Christmas  
Decoration!  
(tree not included!)

Plus, don't miss

**SONIC THE HERO  
DECAP ATTACK  
GOLDEN AXE**

and

**ECCO THE  
DOLPHIN**

on Jurassic  
Beach

**SONIC THE COMIC  
14**

on sale  
Saturday 27 November  
£1.10



## DATA STRIP

Fill in & send to:  
Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see  
as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 13

OF STC?

%

